



Deluxe 2 Player Blackjack



Owner's Manual
Please read before using this equipment.

Introduction

You now own your own Blackjack table! Your RadioShack Deluxe 2 Player Blackjack game is an easy-to-play game that can provide you with hours of fun. You can play by yourself against the dealer, or match wits with a friend against the dealer.

INSTALLING BATTERIES

Your game requires two AAA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

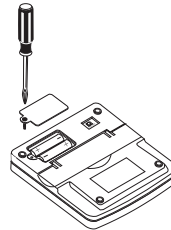
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Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

Follow these steps to install batteries.

1. Use a Phillips screwdriver to remove the screw from the battery compartment cover, then lift up the battery cover to remove it.



2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.

3. Replace the cover and secure it with its screw.

When the display dims, the sound becomes weak or distorted, or the game stops operating properly, first, remove and reinstall the batteries. If that does not work, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the game for a week or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

TURNING THE GAME ON/ OFF

To turn on the game, press **ON/OFF**.

To conserve battery power, the game automatically turns off if you do not press any buttons for about 3 minutes. To turn off the game sooner, press **ON/OFF**.

USING SOUND

Repeatedly press **SOUND** to turn the sound on or off at any time. ((●)) appears when the sound is on.

USING THE STAND

To prop up your game for easier play, pull out the stand on the back of the case.

USING THE BACKLIGHT

To turn on the backlight, slide **LIGHT ON/OFF** (on the back of the game) to **ON**. To turn it off, slide **LIGHT ON/OFF** to **OFF**.

Blackjack Rules

The game plays Las Vegas-style Blackjack with a standard 52-card deck. You can set the game to play with one or six decks of cards.

- *Playing with one deck* puts the odds in your favor and makes it easier for beginners to play.
- *Playing with six decks* puts the odds in the dealer's favor, offering a



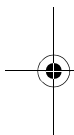
greater challenge for the expert player.



Before you start playing the game, you should know the basic rules of Blackjack.

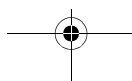
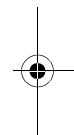
OBJECT OF THE GAME

The object of Blackjack is to defeat the dealer by getting a higher point total than the dealer (without going over 21 points).



CARD VALUES

The card values are easy to remember. Each card is counted at its face value. For example, a 4 of any suit is worth four points, and an 8 of any suit is worth eight points. The 10 and face cards (Jack, Queen, and King) count as 10 points each, and are often called the 10-count cards. You can count an Ace as one point



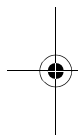


or 11 points, depending on which is better for your hand.

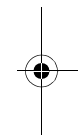


BETTING

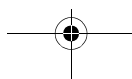
When you start the game, you automatically get 200 points. The Blackjack game is set to start betting at 10 points before each hand. You can increase the bet in increments of 10 up to 100. Whoever wins the hand collects the bet.



Bets are paid off evenly. For example, a 10-point bet wins 10 points. There are only three exceptions:



- If you Blackjack (get a total of 21 points on the first draw), you get a 3-to-2 payoff — you win 15 points for your 10-point bet.



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- the first two cards you are dealt are an Ace and a 10-count card (Blackjack), and the dealer does not have a Blackjack

You lose your bet if:



- your total is 21 points or less, and is less than the dealer's total
- your total is more than 21 points
- the dealer gets Blackjack and you do not

You push (tie) when you and the dealer have the same total hand (21 or less). Your bet is returned to you and play continues with the next hand.



Note: The dealer must draw (take a card) on any hand showing 16 points or less,



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Blackjack Rules



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
and must stand on all hands totaling 17 to 21 points.

PLAYING THE GAME


Note: If there are two players, **P1** or **P2** flashes to indicate whose turn it is to bet or select options.

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1. Press **ON/OFF** to turn on the game.
 2. Repeatedly press **PLAYER** to choose 1 or 2 players. **P1** appears for one player. **P2** appears for two players.
 3. Repeatedly press **DECK** to choose either 1 or 6 decks for play.
 4. Press **SOUND** to turn the sound on or off, as desired.





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5. Press **DEAL**. The game shuffles the cards and deals the hand.


6. Place your bet. Repeatedly press **BET** to increase the bet at a 10-point increment. (The maximum bet is 100 points.) The amount you bet appears next to **BET**.


7. Press **DEAL**. The game deals two cards to each player (face up) and two cards to the dealer (one face down). Each player's hand total appears next to his/her cards.

The display prompts you with your options: **DOUBLE**, **STAND**, **HIT**, **SURRENDER**, or **INSURANCE**.













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Blackjack Rules
















Notes:

- One of the dealer's cards is dealt face up and is called the exposed card. The other is dealt face down and is known as the downcard or hole card.
- The game shuffles the cards when the dealer is down to the last few cards in the deck(s).


8. Choose your option: **STAND, HIT, DOUBLE, SPLIT, INSTURANCE,** or **SURRENDER.** See "Choosing Your Options" on Page 15.


When you are finished choosing your options, the game automatically plays out the dealer's hand.






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





*If you win, **WIN** appears and the game automatically adds the points you won to your running total.*


If you lose, the game subtracts your losses from the running total.


*If the game is a draw, **DRAW** appears.*






9. When **GAME OVER** appears, press **DEAL** then repeat Steps 5–7 to play the next round. Or, press **PLAYER** to start a new game.








Notes:


- Play continues until either player's running total reaches 0 or 5 points (since you must have at least 10 points to bet). Press **PLAYER** to start a new game.

















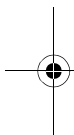
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Double Down

If you think you can beat the dealer's hand with only one more card, you can press **DOUBLE** to double your bet (double down) on any initial two-card combination. Your bet automatically doubles and you receive one more card.

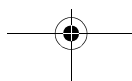
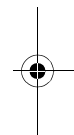
Note: You cannot double down if your point score is less than your bet.



Split

If your first two cards are a pair, **SPLIT** appears on the display. Press **SPLIT** to split the cards and play two hands, which are indicated by **H1** (hand one) and **H2** (hand two).

Your bet automatically doubles and the bet is subtracted from your score.



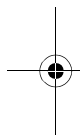


Note: You cannot split if your point score is less than your bet.

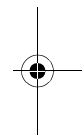


Insurance

When the dealer's exposed card is an Ace, **INSURANCE** flashes. You can take insurance (protect your bet) against the dealer having a Blackjack. The insurance bet is half of your original bet.



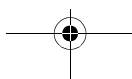
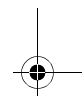
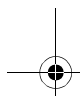
*To take insurance, press **INSURANCE**.* The insurance bet is subtracted from your running total.



*To decline insurance, press **DEAL**.*

Notes:

- You cannot insure your bet if your running total is less than one and a half times your bet.

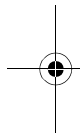




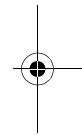
- If you want to accept insurance and double or split, you must choose **INSURANCE** before any other options.



*If the dealer has a **Blackjack**, you win the insurance bet, getting a 2-to-1 payoff on it. If you also have a **Blackjack**, you also win the 3-to-2 payoff on your original bet. If you do not have a **Blackjack**, you lose your original bet.*

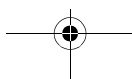


*If the dealer does not have a **Blackjack**, you lose the insurance bet, but you could still win your original bet if you have a winning hand.*



Surrender

If you do not think you can beat the dealer's hand, you can press **SURRENDER** to give up your hand. **SURRENDER** appears



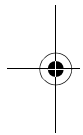


on the display. The hand ends and you lose half your bet.

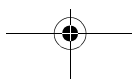
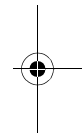


CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.



Modifying or tampering with the game's internal components can cause a malfunction and invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.



Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidences of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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